

SEGA

GENESIS™

SEGA AND GENESIS ARE TRADEMARKS  
OF SEGA ENTERPRISES, LTD.  
ALL RIGHTS RESERVED.

VIC TOKAI INC.

22904 Lockness Ave., Torrance, CA 90501



VIC TOKAI INC.

# Mazin Saga Mutant Fighter™



**INSTRUCTION MANUAL**

LICENSED BY SEGA ENTERPRISES, LTD. FOR  
PLAY ON THE SEGA™ GENESIS™ SYSTEM.

EmuMovies Printed in Japan

**WARNING: READ BEFORE USING YOUR  
SEGA VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

**"Handling Your Cartridge" Instructions**

- \* The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- \* Do not bend it, crush it or submerge it in liquids.
- \* Do not leave it in direct sunlight or near a radiator or other source of heat.
- \* Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

**Warning to owners of projection televisions:** Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure they are compatible with the SEGA™ GENESIS™ SYSTEM.

## CONTENTS



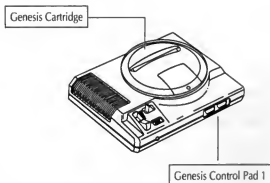
Starting Up .....	2
Introduction .....	3
Take Control! .....	4
Getting Started .....	5
Options .....	5
Mazinger-Z's Moves .....	6
Screen Signals .....	11
Items .....	12
Rounds .....	13
Settling the Score .....	15
Game Over/Continue .....	15
Battle Tactics .....	15

## Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Mazin Saga cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press the Start Button when the Title screen appears.

**Important:** Always make sure the power switch is OFF before inserting or removing the cartridge.

**Note:** Mazin Saga is for one player only.



## 1999...

### AND THE WORLD IS IN CHAOS!

The attack came without warning, and within a few days the Earth's inhabitants found themselves desperately fighting for their lives against an insidious force from outer space. Not a single measure was spared — nuclear blasts, germ warfare, tactics that sent the Earth's ecosystem raging out of control — but no matter what they did, the armies of Earth were no match for the invaders. Survivors of the worldwide holocaust fled to underground shelters as city after city was mowed down by the armored biobeasts of what came to be known as Godkaiser Hell's Steelmask Force.

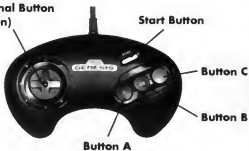
Only a man by the name of Professor Kabuto had predicted and prepared for the invasion. After years of research and experiments, the Professor had developed this one weapon capable of destroying the invaders: a special suit of bio-armor that, with the help of the Professor's son Koji, becomes the super warrior known as Mazinger-Z..



It's up to you to harness Mazinger-Z's awesome power and defeat Hell's army of vicious biobeasts. In 1999, the human race depends on you for its survival!

## Take Control!

**Directional Button  
(D-Button)**



### + D-Button

- Makes selections in Start and Options screens.
- Moves Mazinger-Z around the game screen.
- Makes Mazinger-Z duck when pressed down.
- Guides Mazinger-Z's attack moves.

### Start Button

- Starts the game.
- Pauses the game. Press again to resume play.
- Skips a screen.

### Button A

- Special Attack in game screens.
- Defensive guard in Boss screens.

### Button B

- Attack.

### Button C

- Jump.

Note: For a detailed explanation of fighting techniques, see "Mazinger-Z's Moves" on page 6.

## Getting Started



After the Mazin Saga Title screen, you'll find the story behind the battle. Press the Start Button to bring back the Title screen.

At the Title screen you can choose to begin the game right away, or customize the game in the Options screen. Press the D-Button up or down to select the feature you want, then press the Start Button.

## Options

Use this menu to change game settings or to check out some of the game features. Select the option you want by pressing the D-Button up or down, then change the option by pressing the D-Button left or right.



**Difficulty:** Choose between a Normal or Hard game. The more difficult the game, the more enemies you'll have to battle.

**Sound Test:** Listen to any of the background music from the game. Press the D-Button left or right to change the number of the music track, then press Button C to hear the track.

**SE:** Listen to any of the sound effects used in the game. As with the Sound Test, press the D-Button left or right to change the effect number, then press Button C to hear the sound.

**Exit:** Brings you back to the Title screen when you press any button. You can also press the Start Button at any time to return to the Title screen.

## Mazinger-Z's Moves



You'll start each stage by taking on waves of Steelmask soldiers. Once you've disposed of them, you'll run into a much BIGGER problem: the Round Boss. Mazinger-Z

can change size, but it takes a little time. In the meantime, the Boss will be grabbing at you or trying to stomp you like a bug! There aren't many bugs armed with sharp swords, however, and if you're fast enough, you can discourage the Boss until you reach the Boss Screen and are ready to see it eye to... whatever.

## On Game Screens

### Special Attack:

**A**



Press Button A for a whirling, slashing attack that devastates your enemies! This move drains energy from your Life Gauge, and you won't be able to perform it if your energy level is too low.

### Sword Attack:

**B**

Press Button B repeatedly for a series of attacks that vary depending on how close you are to the enemy. Mazinger-Z starts with a vertical and horizontal slice, and finishes up with the following:



**Close:** Throw

**Middle:** Kick

**Distant:** Stab

### Wall of Steel:

**B Repeatedly**



Press Button B quickly and repeatedly for a rapid attack that's guaranteed to overwhelm your opponent!

### Jump-Slice:

**C → B**

Press Button C to jump, then press Button B to slice downward from mid-air.



### Downward Stab:

**C → + Down + B**



Press Button C to jump, and in the middle of the jump, press Button B while pressing the D-Button down. This is a great way to poke enemies who are directly beneath you.

### Somersault Jump: **++C**

Press the D-Button left or right to guide the direction of your jump.

### Jump-Kick: **++C → B**

This is good for stunning an enemy in mid-air.



### Dash: **+ TWICE in the same direction**

Press the D-Button twice left or twice right, and Mazing-Z will dash across the screen. If you don't give another command, Mazing-Z will keep on running as long as you are pressing the D-Button. Use the Dash in conjunction with the attack and jump buttons for the following:

### Charge: **Dash → B**

Combine a dash with a sword cut for extra impact!

### Long Jump: **Dash + C**

Good for clearing long drops or covering large distances in a hurry!

### Spinning Blade: **Dash + C → B**



Mow down your enemies with this whirlwind attack!

## On Boss Screens

Now you and the Round Boss are ready to duel on your own terms! With your change in size, your fighting techniques have changed a little as well.

### Sword Attack: **B**

Mazing-Z hammers his opponents with a simple vertical blow. You can use the D-Button to guide his sword in the following moves:



### Upward Slash: **+ UP + B**



While your opponent is leaping over your head, use this move to hit him from underneath!

### Sideways Slash: **+ AWAY FROM OPPONENT + B**

Great for cutting through an enemy's guard, and right into his midsection!



**Kneecapper:** **+ DOWN + B**

Press the D-Button down to duck, and press Button B to attack.

**Downward Stab:** **+ DOWN AND AWAY FROM OPPONENT + B**



Press the D-Button down to duck, and away from your opponent to stab.

**Guard:** **A**

Press Button A to guard against your opponent's attacks. Press Button A and the D-Button down at the same time to duck down and guard your legs. Bear in mind that the guard position will only lessen the damage from strong attacks.



**Vertical Jump:** **C**

Jump to evade enemy blows, or slash down from above by pressing Button B while in mid-air.

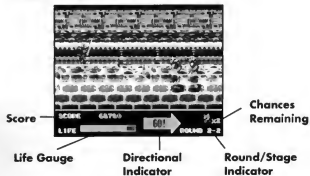
**Somersault Jump:** **+ → C**

Press the D-button left or right to guide your jump, and press Button C to somersault through the air. From mid-air, use the D-Button and Button B for the following:

**Jump/Upward Slash:** **C → + UP + B**

**Jump/Forward Stab:** **C → + AWAY FROM OPPONENT + B**

## Screen Signals Game Screens



**Life Gauge:** Dwindles every time Mazinger-Z is injured. If you take a hit while this gauge is empty, you lose a Chance. You can restore part or all of your Life Gauge by picking up certain items. Your Life Gauge is restored every time you enter a new Stage.

**Chances Remaining:** You'll start the game with 3 Chances. If you lose a Chance while this reads zero, the game ends. Gain extra Chances by picking up certain items.

**Round/Stage Indicator:** Shows how far you are in each Round.

**Directional Indicator:** Tells you when you should proceed, and how fast. If it says "Run," start pounding the pavement!

## Boss Screens



Chances Remaining

Player Life Gauge

Boss Life Gauge

**Life Gauges:** Dwindle every time the owner of the gauge is injured. The warrior who is hit while his Life Gauge is empty loses the battle. If you lose, you lose a Chance, and will have to try the battle again.

## Items

You'll find these scattered around all of the Game screens. Pick them up by walking over them.



**Life Chakra:** Restores a little of your Life Gauge.



**Super Chakra:** Completely restores your Life Gauge!



**Invincible:** When you take this item, Mazin Saga will flicker for a short time. During this time you are invincible to attack!



**1 UP:** Gives you an extra Chance!



**Gold Dust:** Gives you a 1,000-point bonus.



**Crystal:** Awards you 5,000 points.

## Rounds

You and Mazinger-Z will brawl through ruined cities around the globe as you try to repel Godkaiser Hell's forces. Each stage consists of four rounds, with the Boss waiting for you in the final round.

### Round 1: Tokyo



The sun sets over Tokyo, and the flames from its burning skyscrapers light up the night. You'll face the first of your foes, Garada K7, in the middle of a city street.

### Round 2: India

The unbalanced ecosystem has turned India into a winter wasteland. You'll face a number of surprising foes in the catacombs before you and "Slughead" battle it out in an abandoned temple.





### Round 3: Europe



Some of the world's finest Monuments lie buried beneath acres of sand and a burning sun. In Spain you'll face the Dino-Beast — you'll have to be fast on your feet to beat his vicious, elusive ramming attacks!

### Round 4: New York

New York City has changed from a concrete jungle to a jungle of a different sort. Watch your footing as you battle the bugs and the Bug-Busters — one step could be fatal! Beneath clouds of smog you'll battle the biobeast known as Buster Claw.



### Round 5: Egypt



Among ruins both old and new, you'll meet a foe who will seem horribly familiar...

### Round 6: The Ultimate Battle

It's not over yet! Godkaiser Hell has prepared the ultimate challenge for you, and new enemies wait in the shadows to destroy you! Good luck!

## Settling the Score

You receive points for each enemy you defeat and certain items you pick up. After you defeat a Boss, you'll receive points for the amount of power remaining on Mazer-Z's Life Gauge at the end of the battle. If you managed to destroy your opponent without suffering any damage at all, you'll receive an extra bonus!

## Game Over/Continue

The game ends when you run out of Chances. You'll start out with two opportunities to continue your battle at the beginning of the stage you left off. You will also retain your score. Press the Start Button before the timer runs out to go back into battle.

**Note:** If the game ended while you were battling a Boss, you will return to that Boss screen.



## Battle Tactics

- Don't just rush in and start hacking away at your enemies. Instead, watch them closely — each has a particular style of attack and a weak spot. This is particularly true of the Bosses.
- Practice your leaping attacks and your Dash techniques. You'll need these skills for later.

## Warranty

VIC TOKAI INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid, to VIC TOKAI INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. All implied warranties, including those of merchantability and fitness for a particular purpose, if applicable, are limited in duration to 90 days from the date of purchase of this product.

VIC TOKAI INC. shall not be liable for the incidental and / or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if VIC TOKAI INC. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

VIC TOKAI INC.  
22904 Lockness Ave.  
Torrance, CA 90501  
(310) 326-8880

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555;  
Europe # 80244; Canada #'s 1,183,276/1,082,351;  
Hong Kong # 88-4302; Germany # 2,609,826;  
Singapore # 88-155; U.K. # 1,535,999; France #  
1,607,029; Japan #'s 1,632,396/82-205605 (Pending).